Kappas - turtle shelled 'river demons', they have many special qualities. By nature, they despise hoofed animals, especially horses, and are the main reason for Knights to fear the swamp, as well as their larger cousins, the Snarks. They use their claws and beaks as natural weapons, possessing formidable strength despite being child-sized. Webbed digits facilitate water travel. Even did they prefer ~~[illegible]~~ weapons to claws, their lack of opposable thumbs makes wielding these awkward. The arms of a kappa are attached inside, so that if one is pulled farther out, the other recedes in. The skin is filthy about reable, fish-smelling, rubbery, and stretchy. When threatened, often leaves a cloud of 'swamp gas' (farts) behind it, even allowing it a boost jump. This quality no doubt inspired the goblin inventors of turtle bombs. The ~~most~~ Kappa's main diet is swamp zucchini, the gnarlier the better. They enjoy the fact that the food is vile tasting to all others so they have no competition for it. It is this food that makes their skin and farts smell so bad. The most striking feature of a water goblin is its water dish, a depression in its skull. If it is kept wet, little else is required to keep it strong and healthy. If it is emptied, the Kappa loses its strength and mobility. If fully dried, the Kappa will die. That is why they are bound to an aquatic/amphibious habitat.

Boojums - Known by some as 'owlbears', although neither avian nor mammalian (rawr), Boojums are fierce denizens of the swamp. Although herbivores primarily, they do take meat to supplement their diets, and often scare predators from kills by mimicking a snark. If push comes to shove, Boojums are well armed with 5-inch claws and sharp beaks and well defended with body fat, ~~thick~~ hair, and bony 'chain mail' armor under the skin. This 'chain mail' is what it rearranges to form a resemblance to the Snark, aided by its similar beak. The main give-away is the Boojum's hat-like hair piece, which the purpose of is unknown. Boojums are deceptively quick.

Snarks - Totally fearless, always hungry. That sums it up nicely. If the reader be further interested, the Snark may be said to be in length about ~~20~~ feet, never reaching more than ~~20~~, ~~and~~ cased in a thick carapace with a fin on the back. The armor is excellent, the only weak spot being under the fin. This fin shows above the land/water as the beast tunnels along, using a special secretion to weaken whatever substrate it may encounter. Snarks possess a jump attack, springing like crickets when called for. Must have springs in its hibendum-legs. Snarks, as well as Kappas, can become 'tuns' when times are hard. They retract into their shelled bodies and slow metabolisms to near zero. With apertures closed off and all systems in lock down mode, they can survive incredible things. This is why the Kappa society is the oldest among the swamp dwellers. It is unknown if Boojums possess this ability.

Suikos - The Bosses of the Kappa, they number about 1 for every 30 Kappa. They are also turtle like, but have tiger-like mouths & teeth & noses. Their shells are covered in spikes. Suikos are hulking, muscular brutes 6-10 feet in height, walk in a stooped crouch, and carry no weapons, preferring jaws, claws, and firebreath. They have claws on their knees, so if they bark them, the ground gets skinned!

Dragon King - There is only one dragon King at one time so far as is known. The origin of this creature is unknown. It is a truly gigantic lizard/snake, with plague blood, prominent fangs, spikes, horns, and whiskers. The most powerful and feared denizen of the swamps, it is the head of the Kappa society. Immensely strong and well armoured.